

This is a quick reference guide for the Example Game Code Folder(s).  
Look through these to hopefully find the help you require.

## **Example Game Code Folder**

### **Creating a Menu**

- Using states to control movement through a menu system
- Use of pygame.Rect which allows collision of a mouse with a rectangle

sampleMenu.py

Video #1 - Making a Menu (Under Van Rooyen Creates a Game)

### **Centering Text in a Box**

- How to get the dimensions of a text given a font
- Use it to center the text in a box

sampleMenu.py

Video #2 - Adding Title to the Menu (Under Van Rooyen Creates a Game)

### **Scrolling Backgrounds**

- Scroll a background from left to right
- Choosing a background that won't have a split

scrollingBackwards.py

Video Scrolling Backwards

gamebackground2.jpg

### **CharacterMovement**

- Automatic movement by a character from left to right
- Scaling the character as it moves, growing from small to large
- Creating a character hitbox (used in future programs)

characterMovement.py

Video - Character Movement

gamebackground2.jpg

Michellin Man.png

### **In Game Timers**

- Setting an automatic shooter
- Set a timer to shoot 1 second after the missile gets off the screen

UsingTimer.py

Video - Using a Timer

### **Missiles into a List**

- All missiles are now in a list
- Using a timer to add missiles to a list
- How to delete from the list without crashing

MultipleMissiles.py

Video - Missiles into a List

### **Character Movement and HitBoxes**

- How to use the keyboard to move characters
- Continuous movement for characters
- Collision using rects
- More hitboxes, better the collision
- Rect.colliderect vs Rect.collidelist

Keyboard Movement.py

Video - Movement and Hitboxes

### **Jumping Character**

- Uses keyboard movement
- Use of booleans to toggle jumping on and off

JumpingCharacter.py

Video - Jumping Character